

AMENDMENTS TO THE CLAIMS

1-46. (Cancelled)

47. (Currently amended) A method for generating and applying random numbers for gaming, using an apparatus; said method comprising ~~the steps of~~:

the apparatus strongly encrypting and authenticating a game control sequence, to provide a secured game control sequence;

the apparatus sending the secured game control sequence to a game;

the game strongly encrypting and authenticating game results at the game to provide secured game results;

the game sending the secured game results back to the apparatus;

the apparatus receiving the game results back from the game;

the apparatus interpreting the received results in terms of a game-control rule;

the apparatus strongly encrypting and authenticating the interpreted result; and

the apparatus transmitting the interpreted result back to ~~the~~ a remote player.

48. (Currently amended) The method of claim 47, for use with said apparatus that includes (1) a first player interface unit receiving a request for play from a remote player and generating at least a first player record of information indicating player-initiated events from a first player, (2) a list of eligible regulated games, the status of the games, and status of connections to the games, (3) a rules library storing indexed rules for eligibility and restrictions on a particular player controlling one or more games, (4) an interface registry for storing mapping data records, the mapping data records being for mapping the first player record to preselected rules in the rules library, (5) second control means coupled to ~~the~~ a buffer means output, the first player interface unit, the interface registry, and rules library, the second control means being for processing the player record according to said method, and each regulated game; and further comprising ~~the steps of~~:

receiving a request for play from a remote player;

accepting a first player record from the remote player;

referring to the interface registry to map the first player record to a selected rule in the rules library;

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determining the eligibility of the remote player to play a particular game; and
executing a selected rule for game control according to the player eligibility.

49. (Currently amended) The method of claim 48, wherein:

~~the interpreting step~~ interpreting the received results in terms of a game-control rule comprises generating an output record indicating results of ~~the execution step~~ executing the selected rule, the output record being directed to a first player interface unit.

50. (Currently amended) The method of claim 47, wherein:

~~the interpreting step~~ interpreting the received results in terms of a game-control rule comprises generating an output record indicating results of ~~the execution step~~ executing the selected rule, the output record being directed to a first player interface unit.